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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
10/000,427	11/30/2001	Masahiro Okada	01-730	9209
7590	07/12/2005			EXAMINER MOORTHY, ARAVIND K
Gregory P. LaPointe BACHMAN & LaPOINTE, P.C. Suite 1201 900 Chapel Street New Haven, CT 06510-2802			ART UNIT 2131	PAPER NUMBER
			DATE MAILED: 07/12/2005	

Please find below and/or attached an Office communication concerning this application or proceeding.

<b>Office Action Summary</b>	Application No.	Applicant(s)
	10/000,427	OKADA ET AL.
	Examiner	Art Unit
	Aravind K. Moorthy	2131

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --  
Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If the period for reply specified above is less than thirty (30) days, a reply within the statutory minimum of thirty (30) days will be considered timely.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

#### Status

- 1) Responsive to communication(s) filed on 22 April 2005.
- 2a) This action is FINAL.                            2b) This action is non-final.
- 3) Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

#### Disposition of Claims

- 4) Claim(s) 1-23 is/are pending in the application.
- 4a) Of the above claim(s) \_\_\_\_\_ is/are withdrawn from consideration.
- 5) Claim(s) \_\_\_\_\_ is/are allowed.
- 6) Claim(s) 1-23 is/are rejected.
- 7) Claim(s) \_\_\_\_\_ is/are objected to.
- 8) Claim(s) \_\_\_\_\_ are subject to restriction and/or election requirement.

#### Application Papers

- 9) The specification is objected to by the Examiner.
- 10) The drawing(s) filed on 30 November 2001 is/are: a) accepted or b) objected to by the Examiner.  
Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).  
Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
- 11) The oath or déclaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

#### Priority under 35 U.S.C. § 119

- 12) Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).  
a) All    b) Some \* c) None of:
  1. Certified copies of the priority documents have been received.
  2. Certified copies of the priority documents have been received in Application No. \_\_\_\_\_.
  3. Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

\* See the attached detailed Office action for a list of the certified copies not received.

#### Attachment(s)

- 1) Notice of References Cited (PTO-892)
- 2) Notice of Draftsperson's Patent Drawing Review (PTO-948)
- 3) Information Disclosure Statement(s) (PTO-1449 or PTO/SB/08)  
Paper No(s)/Mail Date \_\_\_\_\_
- 4) Interview Summary (PTO-413)  
Paper No(s)/Mail Date. \_\_\_\_\_
- 5) Notice of Informal Patent Application (PTO-152)
- 6) Other: \_\_\_\_\_

## DETAILED ACTION

1. Claims 1-23 are pending in the application.
2. Claims 1-23 have been rejected.

### *Specification*

3. Applicant is reminded of the proper language and format for an abstract of the disclosure.

The abstract should be in narrative form and generally limited to a single paragraph on a separate sheet within the range of 50 to 150 words. It is important that the abstract not exceed 150 words in length since the space provided for the abstract on the computer tape used by the printer is limited. The form and legal phraseology often used in patent claims, such as "means" and "said," should be avoided. The abstract should describe the disclosure sufficiently to assist readers in deciding whether there is a need for consulting the full patent text for details.

The language should be clear and concise and should not repeat information given in the title. It should avoid using phrases which can be implied, such as, "The disclosure concerns," "The disclosure defined by this invention," "The disclosure describes," etc.

The abstract exceeds the 150-word limit.

### *Claim Rejections - 35 USC § 102*

The following is a quotation of the appropriate paragraphs of 35 U.S.C. 102 that form the basis for the rejections under this section made in this Office action:

A person shall be entitled to a patent unless –

(e) the invention was described in (1) an application for patent, published under section 122(b), by another filed in the United States before the invention by the applicant for patent or (2) a patent granted on an application for patent by another filed in the United States before the invention by the applicant for patent, except that an international application filed under the treaty defined in section 351(a) shall have the effects for purposes of this subsection of an application filed in the United States only if the international application designated the United States and was published under Article 21(2) of such treaty in the English language.

4. **Claims 1-5, 8-13, 18, 19, 22 and 23 are rejected under 35 U.S.C. 102(e) as being anticipated by Shimizu U.S. Patent No. 6,510,502 B1.**

As to claim 1, Shimizu discloses a license managing system including a game apparatus to be licensed and a managing apparatus, the managing apparatus comprising:

inputting means [column 8, lines 16-36];  
encrypting means for encrypting information inputted from the inputting  
means to produce encrypted information [column 10 line 45 to column 12 line  
60]; and

outputting means for outputting the encrypted information, wherein the  
encrypting means encrypts at least identification information of the game  
apparatus to be licensed and license condition information thereof to produce the  
encrypted information, the game apparatus comprising:

inputting means for inputting the outputted encrypted information  
[column 10 line 45 to column 12 line 60];

encryption decoding means for decoding the inputted encrypted  
information [column 10 line 45 to column 12 line 60];

controlling means for controlling execution of a game program;

storing means for storing identification information of the game  
apparatus [column 10 line 45 to column 12 line 60]; and

storing means for storing internal information [column 10 line 45  
to column 12 line 60],

wherein the encryption decoding means decodes the  
encrypted identification information of the game apparatus and the  
encrypted license condition information, and the controlling means  
permits execution of the game program when the decoded  
identification information of the game apparatus and the stored

identification information of the game apparatus are in a predetermined relationship, and the decoded license condition information and the stored internal information are in a predetermined relationship [column 10 line 45 to column 12 line 60].

As to claim 2, Shimizu discloses a game apparatus comprising:

inputting means for inputting encrypted information [column 10 line 45 to column 12 line 60];

encryption decoding means for decoding the inputted encrypted information [column 10 line 45 to column 12 line 60];

controlling means for controlling execution of a game program [column 27 line 16 to column 28 line 6];

storing means for storing identification information of the game apparatus;

and

calendar means [column 27 line 16 to column 28 line 6],

wherein the encryption decoding means decodes encrypted identification information of the game apparatus and license period information of the game apparatus, and the controlling means permits execution of the game program when the decoded identification information of the game apparatus and the stored identification information of the game apparatus are in a predetermined relationship, and the decoded license period information and date information supplied

from the calendar means are in a predetermined relationship [column 27 line 16 to column 28 line 6].

As to claim 3, Shimizu discloses that the controlling means prohibits execution of the game program when the decoded license period information and the date information supplied from the calendar means fall outside of the predetermined relationship after permitting execution of the game program [column 27 line 16 to column 28 line 6].

As to claim 4, Shimizu discloses the game apparatus further comprising information outputting means. Shimizu discloses that the controlling means calculates, after permitting execution of the game program, a remaining period of a license period from a license period ending time indicated in the decoded license period information and the date information supplied from the calendar means, and outputs a predetermined warning to the information outputting means when the remaining period becomes less than a predetermined period [column 27 line 16 to column 28 line 6].

As to claim 5, Shimizu discloses a game apparatus comprising:

inputting means for inputting encrypted information [column 10 line 45 to column 12 line 60];

encryption decoding means for decoding the inputted encrypted information [column 10 line 45 to column 12 line 60];

controlling means for controlling execution of a game program [column 10 line 45 to column 12 line 60];

first storing means for storing identification information of the game apparatus [column 10 line 45 to column 12 line 60]; and

second storing means for storing a working state of the game apparatus [column 10 line 45 to column 12 line 60],

wherein the encryption decoding means decodes encrypted identification information of the game apparatus and operation limiting information of the game apparatus, and the controlling means permits execution of the game program when the decoded identification information of the game apparatus and the stored identification information of the game apparatus are in a predetermined relationship, while the controlling means prohibits execution of the game program when the working state of the game apparatus falls outside of a range of an operation limit specified by the decoded operation limiting information [column 10 line 45 to column 12 line 60]

As to claim 8, Shimizu discloses that the operation limiting information represents an upper limit of the number of game playing times [column 16, lines 7-16].

As to claim 9, Shimizu discloses that the controlling means calculates, after permitting execution of the game program, a remaining number of game playing times from the upper limit of the number of game playing times and a current number of game playing times, and outputs a predetermined warning to the information outputting means when the remaining number of game playing times becomes less than a predetermined number of game playing times [column 16, lines 7-16].

As to claim 10, Shimizu discloses a working state managing system including a game apparatus to be managed and a managing apparatus, the game apparatus comprising:

storing means for storing identification information of the game apparatus [column 10 line 45 to column 12 line 60];

storing means for storing working state information of the game apparatus [column 10 line 45 to column 12 line 60];

encrypting means for encrypting the identification information and the working state information [column 10 line 45 to column 12 line 60];

information outputting means [column 10 line 45 to column 12 line 60];

and

controlling means for causing the encrypting means, according to a predetermined operation, to encrypt the working state information and to output the encrypted working state information in a visible form from the information outputting means [column 10 line 45 to column 12 line 60],

the managing apparatus comprising:

inputting means for inputting the encrypted identification information and the encrypted working state information [column 10 line 45 to column 12 line 60];

encryption decoding means for decoding the encrypted identification information and the encrypted working state information [column 10 line 45 to column 12 line 60];

outputting means [column 10 line 45 to column 12 line 60]; and

controlling means [column 10 line 45 to column 12 line 60],  
wherein when the encrypted identification information and  
the encrypted working state information are inputted from the  
inputting means, the controlling means causes the encryption  
decoding means to decode the information and, according to a  
request, to output the decoded identification information and the  
decoded working state information in a visible form from the  
outputting means [column 10 line 45 to column 12 line 60].

As to claim 11, Shimizu discloses a game apparatus comprising:

working state storing means for storing working state information [column 10 line 45 to column 12 line 60];  
encrypting means for encrypting the stored working state information [column 10 line 45 to column 12 line 60];  
information outputting means [column 10 line 45 to column 12 line 60]; and  
controlling means for causing the encrypting means, according to a predetermined operation, to encrypt the working state information and to output the encrypted working state information in a visible form from the information outputting means [column 10 line 45 to column 12 line 60].

As to claim 12, Shimizu discloses the game apparatus further comprising storing means for storing identification information of the game apparatus. [column 10 line 45 to column 12 line 60] Shimizu discloses that the encrypting means encrypts the working state information and the identification information [column 10 line 45 to column 12 line 60]. Shimizu discloses the

controlling means outputs the encrypted working state information and the encrypted identification information in a visible form from the information outputting means [column 10 line 45 to column 12 line 60].

As to claim 13, Shimizu discloses that the working state information includes information relating to sales of the game apparatus or information relating to the number of game playing times [column 16, lines 7-16].

As to claim 18, Shimizu discloses an information presenting method comprising processing for obtaining identification information of a game apparatus, processing for obtaining working state information of the game apparatus, processing for encrypting the identification information and the working state information, and processing for outputting the encrypted information in a visible form.

As to claim 19, Shimizu discloses that the working state information includes information relating to sales of the game apparatus or information relating to the number of game playing times [column 16, lines 7-16].

As to claim 22, Shimizu discloses a computer program for causing a computer to operate as a game apparatus, the computer program causing the computer to execute the steps of:

obtaining an identification number of the game apparatus [column 10 line 45 to column 12 line 60];

obtaining working state information of the game apparatus [column 10 line 45 to column 12 line 60];

encrypting the obtained identification number and the obtained working state information [column 10 line 45 to column 12 line 60]; and

outputting the encrypted information in a visible form [column 10 line 45 to column 12 line 60].

As to claim 23, Shimizu discloses a computer-readable recording medium recording the computer program [column 10 line 45 to column 12 line 60].

**5. Claims 14-17, 20 and 21 are rejected under 35 U.S.C. 102(e) as being anticipated by Smith et al U.S. Patent No. 6,599,194 B1.**

As to claim 14, Smith et al discloses a license managing method for a game apparatus, wherein a password representing encrypted identification information of the game apparatus to be licensed and encrypted license condition information thereof is transmitted to a licensee, and the licensee inputs the password into the game apparatus to be licensed [column 23 line 32 to column 24 line 52], and wherein the game apparatus to be licensed executes processing for decoding the inputted password, first determination processing for determining whether or not the decoded identification information and prestored identification information of the game apparatus are in a predetermined relationship, second determination processing for determining whether or not the decoded license condition information and internal information of the game apparatus are in a predetermined relationship, and starts execution of a game program when determination results of the first and second determination processing are both affirmative [column 24 line 62 to column 25 line 30].

As to claim 15, Smith et al discloses a method for controlling a game apparatus, wherein the game apparatus executes processing for obtaining a password representing encrypted

identification information of the game apparatus and encrypted license condition information thereof [column 23 line 32 to column 24 line 52]. Smith et al discloses processing for decoding the obtained password [column 23 line 32 to column 24 line 52]. Smith et al discloses first determination processing for determining whether or not the decoded identification information and identification information stored in the game apparatus are in a predetermined relationship [column 24 line 62 to column 25 line 30]. Smith et al discloses second determination processing for determining whether or not the decoded license condition information and internal information of the game apparatus are in a predetermined relationship [column 24 line 62 to column 25 line 30]. Smith et al discloses permitting execution of a game program when determination results of the first and second determination processing are both affirmative [column 24 line 62 to column 25 line 30].

As to claim 16, Smith et al discloses that execution of the game program is prohibited when the determination result of the second determination processing becomes negative after execution of the program is permitted [column 24 line 62 to column 25 line 30].

As to claim 17, Smith et al discloses a method for grasping a working state of a game apparatus, the method comprising:

causing the game apparatus to output a password in a visible form, the password representing encrypted identification information of the game apparatus and encrypted working state information thereof [column 23 line 32 to column 24 line 52];

notifying the password to a manager from a managing operator of the game apparatus [column 23 line 32 to column 24 line 52];

inputting the notified password into a managing apparatus by the manager [column 23 line 32 to column 24 line 52];

causing the managing apparatus to decode the password, and to output the decoded identification information of the game apparatus and the decoded working state information thereof in a visible form [column 24 line 62 to column 25 line 30].

As to claim 20, Smith et al discloses a computer program for causing a computer to operate as a game apparatus, the computer program causing the computer to execute the steps of:

requesting an input of a password representing encrypted identification information of the game apparatus and encrypted license condition information thereof [column 23 line 32 to column 24 line 52];

decoding the inputted password [column 23 line 32 to column 24 line 52];

and

permitting execution of a game program when the decoded identification information of the game apparatus and prestored identification information of the game apparatus are in a predetermined relationship and the decoded license condition information of the game apparatus and internal information of the game apparatus are in a predetermined relationship [column 24 line 62 to column 25 line 30].

As to claim 21, Smith et al discloses a computer-readable recording medium recording [column 23 line 32 to column 24 line 52].

***Claim Rejections - 35 USC § 103***

The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negated by the manner in which the invention was made.

**6. Claims 6 and 7 are rejected under 35 U.S.C. 103(a) as being unpatentable over Shimizu U.S. Patent No. 6,510,502 B1 as applied to claim 5 above, and further in view of Land et al U.S. Patent No. 6,847,942 B1.**

As to claims 6 and 7, Shimizu does not teach that the operation limiting information represents an upper limit of sales of the game apparatus. Shimizu does not teach that the controlling means deducts, after permitting execution of the game program, current sales of the game apparatus from the upper limit of sales, and outputs a predetermined warning to the information outputting means when an amount after deduction becomes smaller than a predetermined amount.

Land et al teaches limiting information that represents an upper limit of sales of the game apparatus [column 8, lines 7-34]. Land et al teaches controlling means that deducts, after permitting execution of the game program, current sales of the game apparatus from the upper limit of sales, and outputs a predetermined warning to the information outputting means when an amount after deduction becomes smaller than a predetermined amount [column 8, lines 7-34].

Therefore, it would have been obvious to a person having ordinary skill in the art at the time the invention was made to have modified Shimizu so that there would have been limiting information that represented an upper limit of sales of the game apparatus. The controlling

means would have deducted, after permitting execution of the game program, current sales of the game apparatus from the upper limit of sales, and outputted a predetermined warning to the information outputting means when an amount after deduction becomes smaller than a predetermined amount.

It would have been obvious to a person having ordinary skill in the art at the time the invention was made to have modified Shimizu by the teaching of Land et al because if the sales goes below a predetermined amount, the company needs to know to restock the game consoles [column 1, lines 28-64].

### *Conclusion*

7. Any inquiry concerning this communication or earlier communications from the examiner should be directed to Aravind K. Moorthy whose telephone number is 571-272-3793. The examiner can normally be reached on Monday-Friday, 8:00-5:30.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Ayaz R. Sheikh can be reached on 571-272-3795. The fax phone number for the organization where this application or proceeding is assigned is 703-872-9306.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free).

Aravind K Moorthy   
June 9, 2005

  
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